Access game memory

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by **ykarp** » Fri Jan 14, 2022 9:46 am

I want to display an overlay on a stream based on the game's (pokemon gen1) current status.

The plan was to have a program on a timer trigger a quick-save and extract data from the save-state based on mappings I found online. But apparently save-states are not just a dump of the memory.

However, dumping memory via the UI takes multiple clicks and isn't feasible for my use case. Is there any way to access the memory directly or "quick-dump" the memory with a single keystroke?

I guess it would also work if I knew the mapping of save-state to memory, so that I could reproduce the memory based on the save state, then extract the data needed.

Either way, help would be appreciated.
Thanks

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